BEAMRIDER™

ORIENTATION GUIDE

BEAMRIDER™

The Restrictor Shield, 99 sectors deep, now surrounds the Earth. You are the Beamrider, on a mission to clear the Shield. There you must demolish an onslaught of alien frights as you dodge from beam to beam. Sector after sector the deluge deepens.

INITIAL SET-UP

- Insert cartridge. Turn power on.
- Select number of players by pressing the 1-4 on the left controller.
- Select level of difficulty by pressing 1-3 on the left controller. The higher the number the greater the challenge.
- Once the difficulty level has been selected, you'll shift to the Space Station. Its control panel displays your score, two reserve ships, three torpedoes, the sector number and the number of enemy saucers in the sector.
- To start, move the Joystick. The hatch doors will open, thrusting you through hyperspace to the Restrictor Shield.
- Your Light Ship follows the left and right movements of the Joystick. To fire laser lariats, press either bottom side button. To fire torpedoes, press either top side button.
- Press Pause to pause the action. The screen will go black. To resume play press PAUSE again.
- To drop out of a multi-player game without interrupting the other players, press * on the controller when your turn begins. Your score will be omitted and the sequence of play will be adjusted to the remaining players.
- To begin a new game when the current one is over, wait several seconds and press START. Beamrider will replay at your previously selected difficulty level with the same number of players.
- To begin a new game at any time and select a new difficulty level, press RESET.

BEAM BEARINGS

The Space Station. When your ship is destroyed or when you complete a sector, you will return to the space station. To continue, move the Joystick.

Enemy Saucers. There are 15 enemy saucers in each sector. They must all be destroyed before you can go to the next sector.

The Sector Sentinel. When all enemy saucers in a sector have been destroyed, their Sentinel ship will cruise across the top of the beams. Only a torpedo can destroy it.

Weapons. Laser lariats are effective against White Enemy Saucers, Yellow Chirper Ships, Blue Chargers and Red Zig Bombs. **Torpedoes** will destroy the first object they meet on a beam. You have three torpedoes per sector.

Yellow Rejuvenators. Occasionally, yellow rejuvenators will float through the beam matrix. Earn a bonus ship for each one you touch. If you shoot or torpedo a rejuvenator, it will turn red and destroy you on contact.

DANGEROUS ENCOUNTERS

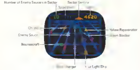
With the first swing of your laser lariat, the white enemy saucers approach. But there's more. As you progress through the Restrictor Shield, a sinister collection of aliens will materialize. A new danger is added with every other sector up to sector 14.

SECTOR	CRAFT	VULNERABLE
1	White Enemy Saucers	Yes
2	Brown Space Debris	No
4	Yellow Chirper Ships	Yes
6	Green Blocker Ships	No
8	Green Bounce Craft	No
10	Blue Chargers	Yes
12	Orange Trackers	No
14	Red Zig Bombs	Yes

Only "vulnerable" objects are affected by laser lariats (saucers and chirpers are destroyed; chargers and zig bombs are deflected). Everything else can only be dodged or, in extreme cases, torpedoed.

SCORING

- Score each time you destroy an enemy saucer, chirper ship or Sector Sentinel. Point values increase as you advance to higher sectors.
- The exact point value for each hit briefly appears in red in place of your score.
- Destroy the Sector Sentinel and you'll receive an additional bonus for each ship in your fleet.



JOIN THE ACTIVISION "BEAMRIDERS"

Reach sector 14 with a score of 40,000 points or more and you qualify to become a Beamrider! Send us your name and address and a photo of the TV screen showing your sector and score. Include $1.00 per emblem ordered to cover shipping and handling. We'll send you the emblem that identifies you as an official Beamrider. Be sure to write "Beamrider—5200" and your score on the bottom corner of the envelope.

HOW TO BE A BEAMRIDER

Tips from Dave Rolfe, designer of Beamrider™

Dave Rolfe is a seasoned software designer with an academic background in engineering and computer science. In his spare time he can be found bicycling or listening to rock'n roll!

Greetings from sector 26 and moving! If you want to make it to the outer sectors, pay attention to these tips.

Maintain precise control by learning to TAP the Joystick to move your ship a single beam at a time. And stay near the center beams so you won't get boxed into a corner with nowhere to run. Zap the white enemy saucers as early in their approach as possible. And check this out: You can hit them when they're slightly off the beam before they can drop their missiles.

When you see a yellow rejuvenator, don't abandon all caution as you move to catch it or you'll likely wreck your ship. If an enemy object is blocking the rejuvenator you can use a torpedo to blast it out of the way. Then catch the rejuvenator. But remember, you only have three torpedoes and they're your only weapon against the Sector Sentinel.

And while we're on the subject, when the Sentinel is about to approach, don't sit on the beam you plan to shoot from. Green Blockers will swarm onto it immediately! Instead, wait on a beam you're NOT going to shoot from (like the one nearest the Sentinel's first sighting). As soon as the Blockers are locked onto that beam, zip over to an unblocked beam and torpedo the ship.

Last but not least, take time to notice the enemy attack movements. They follow motion patterns that allow you to anticipate many of their moves.

With practice, you'll be in the outer sectors before long. But don't get too far out to write me a note sometime. Because reading your letters is the next best thing to designing games.

Dave Rolfe

Action Graphics, adaptors for the Atari® 5200

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